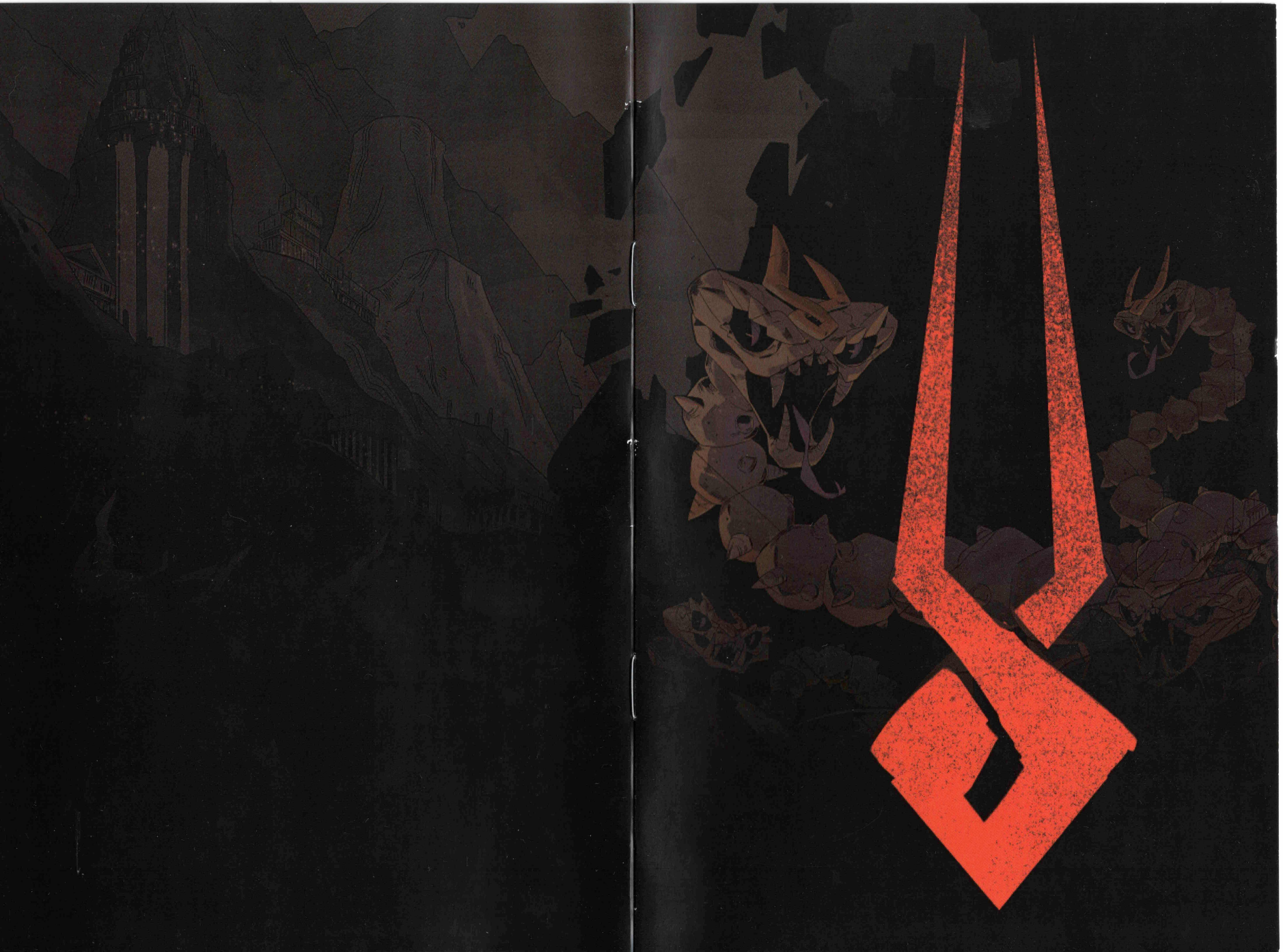


Looking Back on *Developing Hell*

By Greg Kasavin, Creative Director, Supergiant Games

Even after covering video games for years and years as a critic and journalist, I still couldn't have rightly told you what making games was really like.

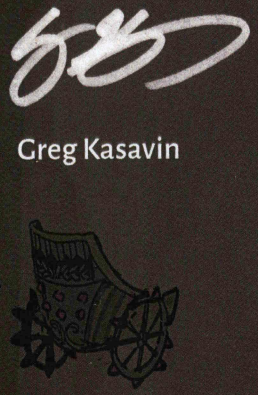
Most developers held the details of their mysterious art very close to their vest, becoming uncharacteristically chatty only when it was time to promote their latest work. Was game development really the sensational dream job and/or the horrid pit of despair it's sometimes made out to be? I think my desire to know the True Game Development Experience was part of the reason I became a game developer myself.

In 2018, after more than a decade into my development career, we were in the early stages of making a game called ***Hades***. We decided to develop it in Early Access, meaning we'd launch an unfinished version players could opt into and give us feedback on how we were doing. Building a game out in the open like that was going to be a big change from how we used to do things at Supergiant. We wanted to lean into that, and be more transparent than ever about our development process. So we thought... maybe we could document the whole thing on video, too? But we already had our hands full. That's when I reached out to Danny O'Dwyer of Noclip.

Danny had been creating amazing video documentaries for his crowdfunded Noclip channel for some time. Would he be interested in following the story of a small studio whose project was much closer to the beginning than the end? Thankfully, yes, he was. And I know I speak for everyone at Supergiant when I say I'm deeply grateful for it. None of us knew how this story was going to end -- maybe that's part of what made it intriguing.

We invited Danny and his colleague Jeremy into our studio and day-to-day lives, from creative meetings to tense moments when everything went wrong. And since the Noclip team couldn't be with us all the time, John-Paul from our studio shot tons of supplemental fly-on-the-wall footage to give Noclip total access. All told, this story took more than two years to tell, and it's now available in this format, re-edited by Danny from the six original **episodic installments** of Noclip's *Developing Hell* series. So, won't you please join us, and find out for yourself what making games is really like?

Sure, not all development stories turn out quite like ours did, or feature such a stunningly attractive cast of characters... but I hope we've captured some bit of universal truth about the True Game Development Experience while working on Hades and while speaking to Danny and Jeremy for ***Developing Hell***. Thank you very much for watching.



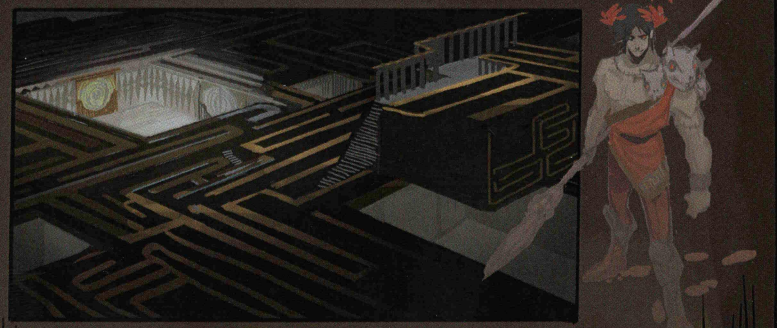
Greg Kasavin

A Match Made in Hell

By Danny O'Dwyer, Producer, Noclip

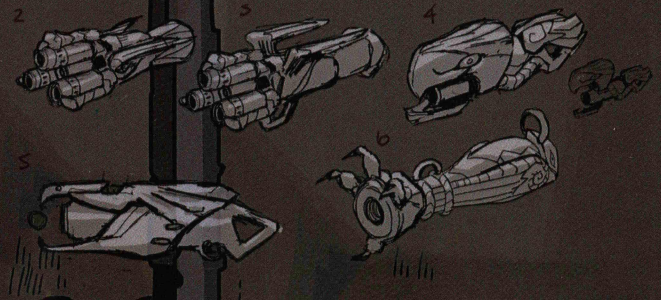
VIDEO GAME STUDIOS ARE SUSPICIOUS OF OUTSIDE eyes. No more so than when they are in the throes of the creative process -- the messy, unfiltered, chaotic plight of bringing an idea into reality. I can't say I blame them.

Here at Noclip, we spend our days telling other people's stories, documenting the creative efforts of video game developers so that players may learn to appreciate the craft on a deeper level. But it's easier to talk about the problems along the way once the cake is out of the oven. This is why most of our work has been in the form of retrospectives. Conversations with developers about the game they just made, or perhaps one they made years ago. It's rare to talk to somebody about their creative process while they're still processing it.



When Greg approached us about covering the Early Access development of Supergiant Games' latest title, I couldn't believe my luck. Not only was this a studio known for making fascinating games, but Greg was somebody I'd looked up to for years in his previous life as a games journalist. The retrospectives we film require honest, often difficult communication with PR departments, so the idea of embedding with a studio over a number of years sends shivers down my spine. But Greg valued our editorial independence as much as we did. He understood where we were coming from, perhaps better than anyone else working in games development. I couldn't have said no if I wanted to. The Fates wouldn't have allowed it.

The thing about documentary filmmaking is that you only get to tell one story. We didn't interview every person who touched the game, we weren't there for every early morning or long night. But, over the course of three years, we tried to tell as many sides to this story as we could. From veteran designers to people working on their very first game. A snapshot of a unique development story. How one of the most talented teams in game dev invited the world into their creative process, and how they weathered unprecedented times to create a timeless classic.



If the YouTube run of Developing Hell was our own Early Access, then I guess this is our version 1.0 (perhaps it's more of a post-release patch). We hope you enjoy the subtle changes to the six-episode run. This is the first documentary we've released on physical media, so on behalf of everyone at Noclip, thank you for supporting the work we do. We hope you enjoy watching this story as much as we enjoyed telling it.

And if you're reading this in the distant future -- perhaps as part of research for your own re-telling of this classic story -- you should know I stood 9 feet tall, had a billowing voice, and always gave Dusa my ambrosia.

Danny O'Dwyer

Danny O'Dwyer

THE MAKING OF HADES

Hades, one of the hottest video games of 2020 and recipient of more than 50 Game of the Year awards, started with a question: What could a small team of people create in partnership with their community?

Noclip's *Developing Hell* reveals the answer, chronicling more than two years of ***Hades*** development at Supergiant Games... from the surprise announcement, to the aftermath of the version 1.0 launch.

Go inside the studio, and join the Supergiant team for all the twists, turns, pitfalls, joys, and other unexpected moments in the making ***Hades***!

Location Produced & Filmed by Jeremy Jayne
Additional Studio Footage by John-Paul Gabler
Series Produced & Edited by Danny O'Dwyer

Featuring Music by Darren Korb
Captions by Megan Carnes
Gameplay Capture by Frank Howley
Funded by our Community of Patrons

RELEASE YEAR	DURATION	FORMAT	VIDEO	AUDIO	ASPECT RATIO	RESOLUTION
2021	251 MINUTES	BLU-RAY	COLOR	STEREO (44.1KHZ 16-BIT)	16:9	1080P

//noclip

SUPERGIANT GAMES

Blu-ray Disc

COPY PROTECTED

HADES: DEVELOPING HELL • THE COMPLETE SERIES

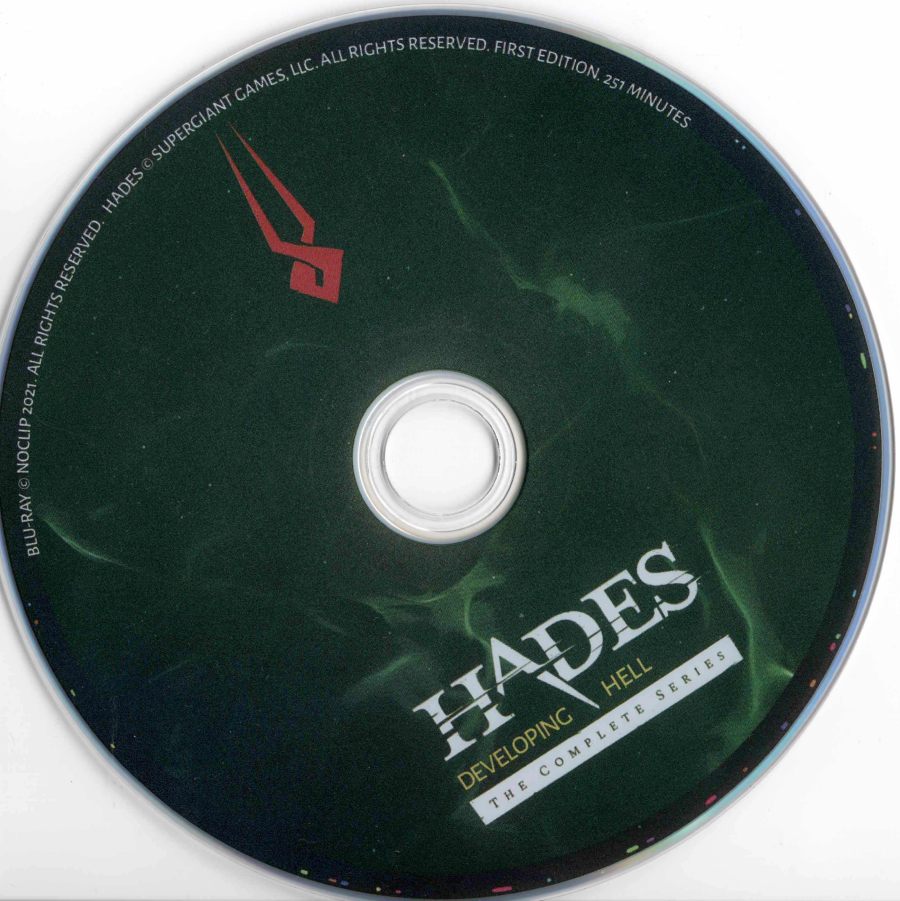
//noclip

HADES

DEVELOPING HELL

THE COMPLETE SERIES

FRONT
SIDE


BLU-RAY © NOCLIP 2021. ALL RIGHTS RESERVED. HADES © SUPERGIANT GAMES, LLC. ALL RIGHTS RESERVED. FIRST EDITION. 251 MINUTES
HADES
DEVELOPING HELL
THE COMPLETE SERIES